

CHAPTER I INTRODUCTION

In this introductory chapter, the writer discusses five subchapters: the background of the study, research question, aims of the study, significance of the study, and scope and limitations of the study. These five subchapters provide general information about this study.

1.1 Background of the Study

Language is a basic yet essential part of life. Language is a form of communication that uses words, sounds, and gestures to convey emotion (Mustakim and Weda, 2022). Language, as a means of communication, offers many advantages to people, for example, as a tool to social life that connects us with others by communicating our feelings, desires, thoughts, and other social relationships consisting of elements or components that form a unit. This statement is reinforced by Lestari and Hartati (2020) in their article which states that language has an important role in the lives of individuals as the foremost instrument, serving various essential functions. It functions as a means to express messages, communicate information, or engage in conversations with others. Language has the role of helping humans formulate their ideas. When someone wants to write or speak, they have to organize words into coherent sentences so that the other person understands what is being said when communicating.

Communication is essential in social life as a tool for interaction. According to Sandi (2021), communication can be described as the act of sharing your thoughts or ideas with others, involving mutual participation from all parties involved. Individuals cannot coexist harmoniously without engaging in communication with each other (Setiani et al., 2018). Effective communication involves sending a message and the recipient's receiving and understanding the message. It requires clarity, precision, and often considering the audience's background, culture, and context to ensure the message is interpreted correctly. Effective communication requires accurately diagnosing the message, encompassing both the transmission and the recipient's reception and

understanding, while considering factors such as clarity, accuracy, the audience's background, culture, and context.

To understand an interlocutor's expression when communicating, we must understand the background, such as why the person said something in a certain way and also in a particular situation, what the person's purpose was in telling the expression, and why people used polite or impolite language in some instances. Therefore, this is an important thing to learn so that we understand what the other person is trying to convey. People know what is being talked about, not only referring to a word or sentence to know the intended meaning in communication but the context must be known. To know the context of interlocutors' utterances, we need a Pragmatics study to analyze the meaning.

Pragmatics is one of the linguistics branches that studies the language used when communicating. In the study of Pragmatics, we focus on how speakers convey meaning based on the situation (Wicaksono, 2018). This idea is supported by Taping, Juniardi, and Utomo (2017) in their article who explains that Pragmatics involves looking at how meaning depends on context, aspects that are usually left out when forming the logical structure of content. Since Pragmatics serves as a crucial path to comprehend language, one must gain a comprehensive understanding of its principles and effectively apply them. Pragmatics encompasses various aspects including deixis, reference and inference, presupposition, speech acts, discourse, and more. However, this study specifically directs its focus toward examining the domain of speech acts, specifically in illocutionary acts. According to Bahrani et al., (2024), Speech act theory offers a framework for understanding the various roles that utterances can play beyond their literal meanings. An illocutionary act is a linguistic action performed by saying something with a specific intention, such as a request, order, asking a question, etc. According to Dalimunthe (2020), the Speech act is the skill of speaking to express, commit, inquire, insist, order, ask, refuse, express dissatisfaction, and declare.

Example: "I suggest we go to the movies" (Searle, 1979)

Speech acts cannot only be found in real life but also in conversations between characters in a movie. A movie is a media work that allows everyone to

interpret what meaning is conveyed in the movie. Everyone has a different interpretation or doesn't even understand what is being said. This is no exception to the speech acts conveyed by the characters in the movie. Lestari and Hartati (2020) state that the issue that may appear while watching movies is not understanding what is the meaning of the dialogues or the intended message, which warrants the need to study foreign languages, particularly the concept of speech acts. In a movie, there are various dialogues between characters. This dialogue reflects social interaction as well as communicative action. This makes it possible for the writer to identify and analyze the types of illocutionary acts that occur in "One Piece" Live Action Series.

The writer is interested in analyzing illocutionary acts in "One Piece" Live Action Series. One Piece, a Japanese manga created by Eiichiro Oda, has been captivating readers since its debut in Shueisha's Weekly Shōnen Jump in July 1997. The Straw Hat Crew started the exciting adventures across the Grand Line, a dangerous and make-believe ocean route that encircles the world. Somewhere in this vast sea lies One Piece, Luffy and his crew want to find the legendary treasure supposedly impossible to find, left behind by Gol D. Roger. This remarkable manga has set a historic record for the highest number of copies published for a single comic book series by a sole author. This achievement, initially recognized in 2015, was reaffirmed in 2022 when the series surpassed 500 million copies in print worldwide. From December 1997 to September 2022, the series printed a huge 516.6 million copies and sold an amazing 320,866,000 units. During this time, 77 volumes of the comic book have been released (Pilastro, 2023). Due to the popularity of the series, a live-action adaptation was made and aired on the streaming site, Netflix on August 31, 2023.

In a movie, a character is an individual fictional entity that appears in the story. Each character has a different role and interacts with each other to run the storyline. In a story, there are certainly differences in roles between the main characters and supporting characters. In any work of fiction, the distinction between protagonists and supporting characters generates an engaging interplay. The main character is the focal character who assumes a pivotal role in advancing the

narrative. They anchor the plot, experience major challenges, and propel the story forward. Supporting characters are peripheral figures who appear alongside the protagonist and facilitate the story's progression.

Furthermore, in this movie series, the writer only focuses on episodes 7-8 and 5 Main characters namely Luffy, Zoro, Nami, Ussop, and Sanji. These characters were chosen by the writer because they have the most roles in this film and have many dialogues. Based on some of the reasons above, the writer wants to make a study with the title *"An Analysis of Illocutionary Acts Used by The Main Characters of "One Piece" Live Action Series"*. This study focuses on analyzing illocutionary acts that occur during conversations between selected characters using Searle's (1979) illocutionary type theory. After the conversations are analyzed and classified into illocutionary types, the writer classifies them according to illocutionary functions based on Leech's (1983) theory.

1.2 Research Questions

Following the previous explanation of the background of the study, the writer uses some research questions as follows:

1. What are the types of illocutionary acts contained in the dialogue of "One Piece" Live Action Series?
2. What are the functions of illocutionary acts performed in "One Piece" Live Action Series?

1.3 Objectives of the Study

Based on the research question that has been set above, there are 2 objectives of the study, they are as follows:

1. To identify and describe the types of illocutionary acts that occur in "One Piece" Live Action Series.
2. To identify and explain the functions of illocutionary acts performed in "One Piece" Live Action Series.

1.4 Significance of the Study

This study contributes both theoretical and practical by exploring linguistic understanding and its role in literary work, particularly in illocutionary acts. Theoretically, the writer expects to comprehend speech act theory better,

specifically illocutionary acts and their use in analyzing movies. The results of this study can help individuals improve their ability to communicate effectively. The insights into illocutionary acts are expected to contribute to a better understanding of utterance meanings and the appropriate use of language, acknowledging its pivotal role in everyday communication. Practically, the writer hope this study offers a useful reference for fellow researchers. Moreover, this study aims to improve people's understanding of conversations by analyzing utterances, which can benefit a wide audience.

1.5 Scope and Limitation of the Study

This study is specifically centered on the pragmatic analysis of conversations within the context, with a particular emphasis on illocutionary acts. The examination is confined to interactions spoken by the main characters in the “One Piece” Live Action Series episodes 7 and 8 because all the main characters namely Luffy, Zoro, Nami, Ussop, and Sanji will gather at the end of the series. The limitation of the study focuses on using the theory presented by Searle's (1979) theories of illocutionary acts in analyzing the dialogues of some characters that have been selected to be analyzed in “One Piece” Live Action Series. Additionally, this study incorporates Leech's (1983) theory of illocutionary acts functions.